This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims

1.   (Currently Amended) A gaming machine comprising:

a housing;

a master gaming controller mounted within the housing designed or configured i) to control one or more games played on the gaming machine, ii) to load gaming software for execution from a memory using one or more configuration files that specify the gaming software to load wherein the one or more configuration files allow the gaming machine to be loaded with gaming software that is customized to operational requirements of a particular gaming jurisdiction and wherein the loaded gaming software includes player tracking software and a first software application; and iii) to execute player tracking software that allows the master gaming controller for performing player tracking functions used to provide player tracking services, said player tracking functions comprising: wherein said player tracking software is operable to:

a) receive event information from one or more event sources wherein the one or more event sources include at least physical devices coupled to the gaming machine;

b) evaluate whether the event information is a player tracking event;

c) when the event information is the player tracking event, determine a response to the player tracking event;

d) generate the response to player the tracking event;

e) control operating features of at least one of the physical devices to output player tracking information;

iv) to execute a first software application that provides a feature on the gaming machine other than the playing services wherein the first software application and the player tracking software are each operable to at least receive, at proximately a same time, first event information from a first input device included in the physical devices and are each operable to evaluate whether a response is needed to the first event information wherein the first input device is used in a first context by the player tracking software to provide player tracking services and wherein the first input device is used in a second context by the first software application to provide the feature other than the player tracking services;

a) evaluating player tracking events;

~~b) directly controlling operating features of a plurality of physical devices coupled to the gaming machine, including at least a wire-less communication interface, in response to the player-tracking events wherein the operating features of the plurality of physical devices are controlled to perform the functions of a player tracking unit in response to the player-tracking events~~

a main display coupled to the housing used to display the one or more games controlled by the master gaming controller;

~~the wire-less communication interface for reading player-tracking information stored on a wire-less device wherein the wire-less communication interface is controlled by the master gaming controller;~~

one or more input devices coupled to the housing for accepting indicia of credit wherein the indicia of credit are for making wagers on the games played on the gaming machine;

one or more output devices coupled to the housing for dispensing the indicia of credit;

a communication interface coupled to the housing for communicating at least the player tracking information between the master gaming controller and a player tracking server

the memory storing <u>the gaming software including</u> the player tracking software and the <u>first application software</u> ~~wherein the player tracking software allows the master gaming controller to evaluate events received from the second display, card reader and player tracking server and to determiner whether the events are player tracking events and, in response to the events determined to be player-tracking events, perform player-tracking functions used to provide player-tracking services on the gaming machine.~~

2. (Cancelled)

3. (Currently Amended) The gaming machine of claim 1, wherein ~~plurality of~~ <u>the</u> physical devices are selected from the group consisting of a card reader, a key pad, a touch screen, a microphone, a wire-less communication interface second display, or a bar code reader.

4. (Previously Presented) The gaming machine of claim 1, further comprising a sound projection device for outputting the player tracking information.

5. (Currently Amended) The gaming machine of claim 1, further comprising a second display separate from the main display for displaying <u>the</u> player tracking information

wherein the second display is controlled by the master gaming controller and wherein the second display is a monitor, a LCD, or a fluorescent display.

6.   (Previously Presented) The gaming machine of claim 1, wherein the game is a mechanical slot game, a video slot game, a keno game or a video poker game.

7.   (Original) The gaming machine of claim 1, wherein the communication interface is connected to a network.

8.   (Original) The gaming machine of claim 7, wherein the network is a casino area network, wide area progressive network, bonus game network or a cashless system network.

9.   (Currently Amended) The gaming machine of claim 1, wherein the memory further stores software for one or more device drivers that allow the master gaming controller to operate the physical devices including ~~the~~ a card reader ~~the~~ a second display coupled to the gaming machine.

10.   (Original) The gaming machine of claim 9, wherein the device driver uses a communication protocol including Netplex, USB, Ethernet, Firewire, direct memory map, PCI, serial and parallel.

11.   (Currently Amended) The gaming machine of claim 1, wherein the memory further stores software for one or more device interfaces that allow the master gaming controller to ~~detect the events~~ receive the event information from the physical devices coupled to the gaming machine.

12.   (Previously Presented) The gaming machine of claim 11, wherein the device interface is for a card reader, a monitor, a display, or key pad.

13.   (Original) The gaming machine of claim 1, wherein the communication interface is connected to at least two different networks using the same communication connection.

14.   (Currently Amended) The gaming machine of claim 13, wherein the communication connection is an Ethernet connection.

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15. (Cancelled).

16. (Currently Amended) The gaming machine of claim 1, wherein ~~the master gaming controller includes a second memory storing software for receiving the player tracking events~~ the one or more event sources include ~~from~~ the player tracking server.

17. (Original) The gaming machine of claim 1, wherein the player tracking information is at least one of a player name, a time, a date, an amount wagered, a location, and a type of game.

18. (Currently Amended) The gaming machine of claim 1, wherein the memory further stores software that allows the master gaming controller to select a communication protocol ~~and use a communication protocol~~ wherein the selected communication protocol allows the master gaming controller to communicate with the player tracking server.

19. (Previously Presented) The gaming machine of claim 18, wherein the communication protocol is selected from the group consisting of a manufacturer player tracking communication protocol and TCP/IP communication protocol.

20. (Currently Amended) The gaming machine of claim 1, wherein the gaming machine is operable to receive the player tracking information from one or more of a magnetic-striped card, a smart card, a personal digital assistant, a finger print reader, ~~the~~ a wire-less device, a sound device and a bar-coded ticket.

21. (Previously Presented) The gaming machine of claim 1, wherein the memory further includes software that allows the master gaming controller to detect power- failures.

22. (Currently Amended) The gaming machine of claim 1, further comprising:
a non-volatile memory for storing game data that is recoverable after a power failure including game data generated from the player tracking software and game data generated from the play of a game on the gaming machine ~~player tracking events~~.

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23. (Original) The gaming machine of claim 1, wherein the communication interface includes a wire-less communication interface.

24. (Currently Amended) A method for providing player tracking services on a gaming machine providing wagering on a game of chance, the method comprising:

reading one or more configuration files that specify the gaming software to load wherein the one or more configuration files allow the gaming machine to be loaded with gaming software that is customized to operational requirements of a particular gaming jurisdiction wherein the gaming software includes player tracking software and a first software application;

loading the gaming software including the player tracking software, a first software application and software for generating a game of chance played on the gaming machine specified by the one or more configuration files into a memory utilized by the master gaming controller on the gaming machine for executing the gaming software;

loading the player tracking software into the memory utilized by the master gaming controller on the gaming machine for executing the gaming software;

loading a device driver for a wire-less communication interface for reading player tracking information stored on a wire-less device wherein the master gaming controller is operable to control the wire-less communication using the device drivers to provide player tracking services;

executing the player tracking software, first software application and the software for generating a game of chance in the memory wherein the player tracking software executed by allows the master gaming controller is for allowing a plurality of physical devices to provide player tracking services on the gaming machine using one or more physical devices coupled to the gaming machine and wherein the first software application provides a feature on the gaming machine other than player tracking services wherein the first software application and the player tracking software are each operable to at least receive, at proximately a same time, event information from a first input device included in the physical devices and are each operable to evaluate whether a response is needed to the event information wherein the first input device is used in a first context by the player tracking software to provide player tracking services and wherein the first input device is used in a second context by the first software application to provide the feature other than the player tracking services including at least the wire-less

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communication to perform the functions of a player tracking unit in response to player tracking events;

receiving in the executed player tracking software an first event information from the first input device one of the plurality of physical devices or a player tracking server;

determining in the executed player tracking software the first event information is a first related to the player tracking services; event;

evaluating in the executed player tracking software the first event information to determine a response to generate first player tracking event using the player tracking software;

generating the response related to the player tracking services:

providing under control of the master gaming controller the player tracking services including displaying player tracking information to a display device the player tracking display;

receiving a wager on the game of chance; and

displaying under control of the master gaming controller an outcome for the game of chance on a main display.

25.   (Original) The method of claim 24, wherein the player tracking software includes player tracking device interfaces, player tracking device drivers, player tracking event evaluators, and player tracking communication protocol translators.

26.   (Original) The method of claim 25, wherein the player tracking device driver is for a card reader, a monitor, a key pad, or a display.

27.   (Original) The method of claim 25, wherein the player tracking device drivers utilize a communication protocol selected from the group including Netplex, USB, Ethernet, Firewire, PCI, direct memory map, Serial and Parallel.

28.   (Original) The method of claim 25, wherein the player tracking device interfaces are selected from the group consisting of card readers, key pads and displays.

29.   (Original) The method of claim 25, wherein when a first player tracking device driver is replaced with a second player tracking device driver different from said first player

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tracking device driver, the player tracking device interface corresponding to said first player tracking device driver and said second player tracking device driver is not changed.

30.   (Currently Amended) The method of claim 24, further comprising translating the player tracking information to a communication protocol used by a player tracking server ~~one of the remote gaming devices~~.

31.   (Original) The method of claim 30, wherein the communication protocol is selected from the group consisting of a manufacturer player tracking protocol and TCP/IP.

32.   (Previously Presented) The method of claim 24, further comprising:
sending player tracking information to a player tracking server.

33.   (Previously Presented) The method of claim 32, wherein the player tracking information is at least one of a player name, a time, a date, an amount wagered, a location, and a type of game.

34.   (Previously Presented) The method of claim 24, further comprising outputting player tracking information to a sound projection device.

35.   (Currently Amended) The method of claim 24, wherein the display device is one of the main display, or a monitor, a fluorescent screen or an LCD separate from the main display.

36.   (Previously Presented) The method of claim 24, further comprising storing the first player tracking event to a non-volatile memory.

37.   (Previously Presented)The method of claim 24, further comprising tracking game usage by individual players using the gaming machine.

38.   (Currently Amended) The method of claim 24, further comprising:
receiving player tracking information from one or more of ~~the plurality of physical devices wherein the plurality of physical devices are selected from the group consisting of~~ a card reader, a touch screen, a key pad, panel buttons, a display ~~and~~ or a bar-code reader.

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39.   (Previously Presented) The method of claim 24, further comprising communication with the player tracking server via a communication interface coupled to the gaming machine wherein the communication interface is connected to a network.

40.   (Original) The method of claim 39, wherein the network is a casino area network, wide area progressive network, bonus game network, or a cashless system network.

41.   (Currently Amended) The method of claim 24, wherein the game of chance gaming machine is a mechanical slot game machine, a video slot game machine, a keno game, or a video poker game.

42.-53 (Cancelled).

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